



LEADERS OF THE REVOLUTION DISTRICT

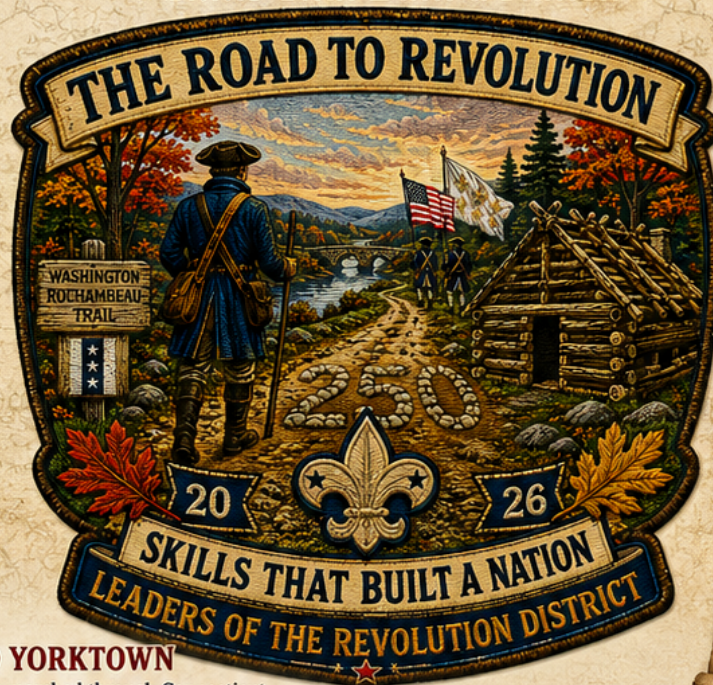


**Scouting
America**
Connecticut
Rivers Council

THE ROAD TO REVOLUTION

FALL CAMPOREE 2026

Skills That Built a Nation



CONNECTICUT

PACHAUG
STATE
FOREST

Voluntown

WASHINGTON-
ROCHAMBEAU
REVOLUTIONARY
ROUTE

PROGRAM GUIDEBOOK AVAILABLE

The Camporee Program Guidebook is available for download and contains:

- ★ Schedule
- ★ Event Rules
- ★ Equipment Requirements
- ★ Scoring Information
- ★ Camping Procedures
- ★ Leader Information

**OCTOBER
23-25,
2026**

**PACHAUG
YOUTH
CAMPGROUND**

Pachaug State Forest
Voluntown,
Connecticut

FOLLOW THE PATH TO YORKTOWN

In 1781, American and French forces marched through Connecticut along the historic Washington-Rochambeau Route on their way to victory. This fall, Scouts will travel *The Road to Revolution* through a weekend of outdoor adventure, teamwork, leadership, and Scoutcraft. Gather your patrol and prepare to test your skills as you take on challenges inspired by the journey that helped create a nation.

FEATURED EVENTS



LIBERTY TRAIL
Navigation
Challenge



**ROCHAMBEAU
LOG CABIN**
Pioneering
Competition



**CONTINENTAL
COOKERY**



**MINUTE MAN
FIRST AID**
Challenge



**DISPATCH
RIDER RELAY**



**CROSSING THE
RIVER**
Engineering
Challenge

PATROL COMPETITIONS ★ SCOUT SPIRIT ★ LEADERSHIP CHALLENGES

- 🕒 **CHECK-IN: FRIDAY EVENING**
- 🌟 **PROGRAM ACTIVITIES: SATURDAY**
- 🏆 **AWARDS & CLOSING: SUNDAY MORNING**

OPEN TO:

- Scouts BSA Troops
- Venturing Crews
- Sea Scout Ships
- Approved Webelos Visitor Participation



**REGISTER
★ TODAY!**

LEADERS CAN REGISTER ONLINE AT:
<https://scoutingevent.com/066-LOTRFall2026>



THE ROAD TO REVOLUTION ★ OCTOBER 23-25, 2026 ★ PACHAUG YOUTH CAMPGROUND ★ VOLUNTOWN, CONNECTICUT
Celebrating America's 250th Anniversary Through Adventure, Leadership, and Scouting

PATROL CAMPAIGN FIELD MANUAL

REVIEW DRAFT | Proposed challenges and scoring for organizer approval

Your patrol has a mission

The road ahead demands more than speed. It demands a patrol that can think, build, care for others, and finish together.

Welcome to The Road to Revolution. Your patrol becomes a company of messengers, builders, navigators, and camp cooks. At each outpost, a new dispatch will test the Scout skills that keep a company moving toward its objective.

The campaign draws inspiration from the American and French march through Connecticut toward Yorktown in 1781. The scenarios are fictional Scout challenges, not reenactments of specific historical incidents.

CAMPAIGN PARTICULARS

WHEN / WHERE	REGISTRATION
October 23-25, 2026 Pachaug Youth Campground Pachaug State Forest, Voluntown, CT	\$20 per youth \$10 per adult scoutingevent.com/066-LOTRFall2026

ORDERS TO EVERY COMPANY

- Choose a company name, carry your patrol flag, and create a short company motto. A simple homemade dispatch pouch is encouraged.
- Practice navigation, lashings, knots, first aid, communication, and outdoor cooking before arrival.
- Youth lead. Adults provide appropriate supervision and support; they do not solve the challenges.
- Historical clothing is optional. Safe footwear and clear vision matter more than a costume. No weapon props are needed.

HOW TO USE THIS MANUAL

Schedule: pages 3-4. Camp procedures and equipment: pages 5-6. Scoring: page 7. Six mission briefings: pages 8-13. Patrol passport: page 14. Organizer decisions: page 15.

Review status: The six station designs, scoring, cooking rules, and awards below are proposals. Dates, venue, prices, registration link, and the direction to mirror the reference schedule are supplied by the organizer. Site-specific arrangements await organizer confirmation.

Friday & Saturday program

TIME	FRIDAY, OCTOBER 23
5:00-7:00 PM	Arrival and unit check-in. Receive campsite directions; unload and establish camp.
8:00 PM	Senior Patrol Leader meeting at Washington's Headquarters (staff area): rotations, safety, scoring, and campaign orders.
8:45 PM	Leader/SPL cracker barrel.
9:30 PM	Evening reflection / prayer bell, if provided.
10:00 PM	Taps and quiet hours.
TIME	SATURDAY, OCTOBER 24
7:00 AM	Reveille, breakfast, and cleanup. No noise before 7:00 AM.
8:30 AM	Opening ceremony and safety briefing at the designated gathering area. Bring patrol gear, water, and lunch-program supplies.
9:00 AM	Morning rotations begin: 9:00-10:00, 10:00-11:00, and 11:00-noon. Each block has 50 minutes of challenge time and 10 minutes of travel/buffer.
12:00-1:00 PM	PM Block 1: Continental Cookery for every patrol. Prepare, judge, and eat lunch during the 50-minute challenge; use the last 10 minutes for cleanup/travel. Cookoff mystery ingredients available at Washington's Headquarters; collect before 2:00 PM.
1:00-3:00 PM	PM Blocks 2 and 3: 1:00-2:00 and 2:00-3:00. Each block has 50 minutes of challenge time and 10 minutes of travel/buffer.
3:00 PM	All six challenges conclude. Return station scores to Washington's Headquarters.

ROTATION PLAN - PROPOSED

Three AM blocks run 9:00-noon. Three PM blocks run noon-3:00, with Continental Cookery serving as the shared lunch challenge in the first PM block. Every patrol completes three of the five field stations before lunch and its remaining two afterward. Each block has 50 minutes for the challenge and 10 minutes for travel/buffer. Staff issue rotation cards that ensure every patrol completes all five field stations plus Cookery.

All six scored challenges finish by 3:00 PM. Continental Cookery is judged during the shared noon lunch block. The separate Scoutmaster-SPL Cookoff takes place at dinner and does not add campaign points. Final rotation cards are issued after station locations and attendance are known.

The schedule follows the reference camporee timing. Locations from Camp Mattatuck, its trading-post hours, and its contact names do not transfer to Pachaug.

Saturday night & Sunday

TIME	SATURDAY, OCTOBER 24
3:45 PM	Company colors and character showcase: optional flag, motto, and historical-theme presentation.
4:00 PM	SPL meeting at Washington's Headquarters to organize the campfire. Patrols submit skits and songs.
Afternoon	Patrol dinner preparation and separate Scoutmaster-SPL mystery-ingredient cookoff.
6:15 PM	Deliver Scoutmaster-SPL Cookoff tasting plates to Washington's Headquarters.
6:30 PM	Optional adult dessert entries delivered.
7:00 PM	Scout's Own / all-faith service. Field uniform encouraged.
8:00 PM	Campfire, campaign awards, and closing ceremony. Field uniform.
9:00 PM	Fellowship cracker barrel. OA gathering only if separately arranged.
9:30 PM	Evening reflection / prayer bell, if provided.
10:00 PM	Taps and quiet hours.
TIME	SUNDAY, OCTOBER 25
7:00 AM	Reveille, breakfast, and cleanup. No noise before 7:00 AM.
8:00 AM	Pack equipment, police campsite, and request staff inspection.
9:00 AM	Departure begins after checkout.
10:00 AM	All units departed under this mirrored schedule.

Timing note: The online event listing runs through noon Sunday. This guide uses the requested reference schedule, with departure completed by 10:00 AM. Organizer should reconcile that difference before release.

CAMPFIRE DISPATCH

Bring one short skit or song celebrating teamwork, perseverance, or the journey. Keep presentations appropriate for every participant. The SPL meeting determines the lineup. Awards are presented Saturday night; there is no Sunday awards assembly.

SCOUTMASTER-SPL COOKOFF / SEPARATE HONOR

One Scoutmaster and one SPL form a cooking team. Starting at noon, send a courier with a buddy to Washington's Headquarters, the staff area, to collect mystery ingredients **before 2:00 PM**. Use every supplied ingredient in a dinner entry; dietary substitutions must be arranged with staff. Teams bring their own base ingredients and equipment. Submit 3-5 tasting portions, a recipe, and an allergen list at 6:15 PM. Proposed judging: flavor 40, creative ingredient use 30, and youth-adult teamwork 30. Award at the campfire; no campaign points.

Camp procedures & safety

ARRIVAL AND CHECKOUT

- Unit leaders check in with registration confirmation, roster, emergency contacts, and required health records. Staff direct units to campsites and explain unloading and parking.
- Keep emergency access clear. Use only assigned camping areas. Carry gear as directed; vehicle access is subject to site instructions.
- Before departure, pack equipment, remove trash, check for forgotten gear, and request a staff campsite inspection. Leave only after checkout is complete.

ON THE MARCH

- Stay together as a patrol and use the buddy system. Follow marked routes and staff instructions. Return to Washington's Headquarters if a route or instruction is unclear.
- Scouting America's current Guide to Safe Scouting and youth-protection requirements apply throughout the weekend. Unit leaders maintain required supervision and overnight arrangements.
- Closed-toe footwear is required for program activities. Clothing must permit safe movement and clear vision.
- No swimming or entry into water is part of this program. Crossing the River is a dry-land simulation.
- Only staff-approved fires in approved locations, subject to current restrictions. Keep water and appropriate extinguishing equipment ready.
- Electronics do not supply competition answers. Phones may be used for emergencies, accessibility accommodations, and staff-approved navigation tasks.
- Respect other campers, wildlife, quiet hours, the Scout Oath and Law, and Leave No Trace.

WHEN SOMETHING GOES WRONG

For an emergency, call 911 when needed and notify event staff immediately. Give the location and nature of the incident. Stop the activity, keep the group together, and follow staff directions. Units must learn the Washington's Headquarters location, emergency meeting point, and severe-weather instructions at check-in.

Water supply, restroom arrangements, parking, emergency staff contacts, and fire permissions must be confirmed by the organizer. Do not assume the forest provides any particular service.

Pack for the campaign

EVERY SCOUT

- Day pack; filled water bottles; lunch ingredients for Continental Cookery, backup ready-to-eat food, and snacks.
- Weather-appropriate layers, rain gear, sturdy closed-toe footwear, and spare socks.
- Flashlight or headlamp, sun protection, and personal essentials.
- Pencil and small notebook; field uniform for service and campfire.

EVERY PATROL

- Patrol flag, company name and motto, and this manual or a printed passport.
- Compass; printed Scout handbook; patrol first-aid kit.
- At least ten ropes, approximately 12 feet long and 1/4- to 1/2-inch diameter, suitable for lashings. Label all equipment.
- Lunch ingredients, recipe, cooking equipment, safe food storage, handwashing and cleanup supplies, and tasting servingware.
- Cooking fuel or fire materials only as permitted by staff. Do not bring pioneering spars or transport firewood unless directed.

EVERY UNIT

Normal tent camping and meal equipment; required health records and emergency contacts; appropriate adult leadership; medication arrangements; trash bags; and a plan for safe food handling. Check the forecast before departure and prepare for cool autumn nights.

STATION STAFF PROVIDE - PROPOSED

Maps, route markers, compasses for backups, pioneering spars and model dimensions, knot-task equipment, first-aid simulation materials, dispatch cards, dry-land crossing equipment, timing devices, and score sheets. Station equipment must be inspected before use.

PREPARING WITHOUT PURCHASING

Practice with your existing unit equipment. A paper flag, handmade pouch, or thrift-store costume can carry the theme. Costumes and props earn no campaign points; every patrol can succeed through its skills and teamwork.

How the scoring works

Six challenges x 100 points = 600 possible campaign points. All six challenges are scored during the daytime program, including Continental Cookery during the shared noon lunch block. The Scoutmaster-SPL Cookoff and optional costume, flag, and adult dessert honors do not affect the total.

EACH CHALLENGE	POINTS	WHAT JUDGES LOOK FOR
Mission result	40	Four station-specific objectives, 10 points each.
Scout skills	20	Correct technique and appropriate equipment use.
Teamwork	15	Shared roles, participation, and cooperation.
Youth leadership	15	Clear plan, communication, and adaptation.
Scout spirit	10	Courtesy, honesty, encouragement, and care for the site.

Common rubric: For each 10-point mission objective: 10 = completed correctly; 5 = partly completed or corrected after a staff hint; 0 = not demonstrated. For the other categories, award full points for consistent demonstration, half for partial demonstration, or zero when absent. Record evidence, not impressions.

Fairness: Explain the task and time limit to every patrol before starting. Use the same materials and rubric. Adjust roles or access for individual needs without a point penalty. Adults may assist for safety and access; adult completion of a scored task does not earn youth skill credit.

Safety: Stop unsafe actions immediately. A patrol may correct its approach and resume if staff permit. An activity halted for safety receives only the points already demonstrated safely. There are no speed bonuses or hidden penalties.

AWARDS AND TIE-BREAKS

Proposed honors: Campaign Champions (highest total); second and third place; six individual challenge winners; and Scout Spirit Company (highest combined spirit score). Optional honors: Company Colors, Best Campaign Character, and Quartermaster's Dessert.

Overall ties: higher combined teamwork and leadership scores, then higher combined Scout skills scores, then a shared placing. Station ties use teamwork plus leadership, then shared placing. Staff retain signed sheets; SPLs review arithmetic before the campfire.

Liberty Trail

DISPATCH FROM THE FIELD

A vital dispatch must reach the next outpost. Roads are uncertain, and your company must select a route, hold its bearings, and account for every Scout.

YOUR ORDERS

Within the 35-minute activity window, orient the supplied map, plot the short staff-designed route, and locate four marked checkpoints. Record the unique symbol at each checkpoint and return together. Staff may shorten the course for conditions.

MISSION RESULT / 40 POINTS

- Orient the map and show the starting position. **(10 points)**
- Demonstrate an assigned compass bearing correctly. **(10 points)**
- Record at least three correct checkpoint symbols. **(10 points)**
- Return with all four symbols and the patrol together. **(10 points)**

Plus Scout skills 20, teamwork 15, youth leadership 15, and Scout spirit 10. **Total: 100.**

QUARTERMASTER REQUIREMENTS

Patrol: compass, pencil, notebook, water. Staff: course maps, markers, boundaries, and a staffed return point.

BEFORE THE MARCH

Practice map symbols, orienting a map, taking bearings, and estimating distance. The route is a Scout navigation exercise; it is not represented as the historic march route.

SAFETY BOUNDARY

Stay within course boundaries. No road crossing or water entry. If uncertain, stop and contact staff; do not split the patrol.

Station window: 50 minutes at the station: approximately 5 for briefing, 40 for the challenge, and 5 for scoring/reset. Then allow 10 minutes for travel and buffer. Judges stop at the stated limit and score demonstrated work.

Rochambeau Log Cabin

DISPATCH FROM THE FIELD

The company needs a sturdy supply shelter before the next march. Your task is to build a model frame that demonstrates sound engineering and reliable lashings.

YOUR ORDERS

Build a freestanding, ground-level cabin-frame model from staff-issued spars. Use square lashings for the frame and diagonal lashings where needed for bracing. Follow the same staff drawing and dimensions for every patrol; this is a model, not an occupied shelter.

MISSION RESULT / 40 POINTS

- Identify the frame plan and assign construction roles. **(10 points)**
- Complete two correctly secured square lashings. **(10 points)**
- Complete effective bracing with an appropriate lashing. **(10 points)**
- Produce a stable frame that passes a gentle staff inspection. **(10 points)**

Plus Scout skills 20, teamwork 15, youth leadership 15, and Scout spirit 10. **Total: 100.**

QUARTERMASTER REQUIREMENTS

Patrol: lashing ropes. Staff: lightweight spars, standard drawing, level work area, and a completed demonstration model.

BEFORE THE MARCH

Practice square and diagonal lashings, knot security, and dividing construction tasks. Model building celebrates pioneering skills; it is not a claim about Rochambeau's actual shelters.

SAFETY BOUNDARY

No climbing, roof loading, raised platforms, axes, or occupied structures. Staff control lifting and inspect stability before anyone approaches.

Station window: 50 minutes at the station: approximately 5 for briefing, 40 for the challenge, and 5 for scoring/reset. Then allow 10 minutes for travel and buffer. Judges stop at the stated limit and score demonstrated work.

Continental Cookery

DISPATCH FROM THE FIELD

A weary company reaches camp. Rations are limited, but morale need not be. Prepare a meal worth remembering, and explain how your patrol transformed simple supplies into a campaign lunch.

YOUR ORDERS

At your campsite, prepare a patrol lunch around at least three campaign ingredients: a grain or bread; beans or another protein; a vegetable; or fruit. Modern dietary substitutions are welcome. Give the meal a campaign name and present a 60-second quartermaster's story. Cook at your campsite during the shared noon lunch block. Prepare 3-5 small tasting portions for campsite judging by 12:40 PM, then eat your patrol lunch. Finish the challenge by 12:50 PM and use the final 10 minutes for cleanup and travel. Bring ready-to-eat backup food in case your meal needs more time.

MISSION RESULT / 40 POINTS

- Present a complete meal using three campaign ingredient categories. **(10 points)**
- Demonstrate safe preparation through a staff campsite observation. **(10 points)**
- Serve cooked food of suitable doneness, flavor, and texture. **(10 points)**
- Provide the recipe, ingredient/allergen list, and campaign story. **(10 points)**

Plus Scout skills 20, teamwork 15, youth leadership 15, and Scout spirit 10. **Total: 100.**

QUARTERMASTER REQUIREMENTS

Patrol: all ingredients, utensils, cooking gear, food thermometer where applicable, cleaning supplies, and covered tasting plates. Staff: judges and a campsite observation and lunch-judging route.

BEFORE THE MARCH

Try Liberty Skillet, Yorktown Bean Pot, or Orchard March Stew. Creativity comes from preparation, presentation, and storytelling, not costly ingredients. Field staff observe skills, teamwork, and leadership; tasting judges score the meal objectives.

SAFETY BOUNDARY

Use approved heat sources and safe food storage. Clearly label allergens. Judges may decline tasting for dietary or safety reasons; assess the remaining objectives by observation. No unsafe food is tasted.

Station window: 50 minutes for briefing, preparation, judging, and cleanup; then 10 minutes for cleanup/travel. This is the shared noon lunch block; choose a recipe that fits this window.

Optional adult dessert: Adults may enter a campaign-themed dessert at 6:30 PM. Judge flavor, theme, and presentation equally. This separate honor adds no patrol points.

Minute Man First Aid

DISPATCH FROM THE FIELD

A messenger has fallen beside the trail. Your company must assess the scene, call for help, and demonstrate a calm response before the march can continue.

YOUR ORDERS

Staff present a simulated casualty with a bleeding forearm wound and a suspected leg fracture. Explain and demonstrate your response using current training and the Scout handbook. Tell staff what information you would give emergency responders; no actual emergency call is placed for the exercise.

MISSION RESULT / 40 POINTS

- Identify scene hazards and describe safe initial assessment. **(10 points)**
- Explain how to summon help and give a clear location. **(10 points)**
- Demonstrate bleeding control on a training prop. **(10 points)**
- Describe protection of the injured limb and ongoing monitoring. **(10 points)**

Plus Scout skills 20, teamwork 15, youth leadership 15, and Scout spirit 10. **Total: 100.**

QUARTERMASTER REQUIREMENTS

Patrol: first-aid kit and handbook. Staff: simulated casualty card, training limb or mannequin, dressings, and barriers.

BEFORE THE MARCH

Practice scene assessment, communicating with a casualty, explaining actions, and assigning helpers. This station tests demonstration; it does not replace first-aid training.

SAFETY BOUNDARY

No real wounds, tightly applied tourniquets on people, forced limb movement, medication administration, or casualty carries. Staff use props for treatment procedures.

Station window: 50 minutes at the station: approximately 5 for briefing, 40 for the challenge, and 5 for scoring/reset. Then allow 10 minutes for travel and buffer. Judges stop at the stated limit and score demonstrated work.

Dispatch Rider Relay

DISPATCH FROM THE FIELD

An urgent message must pass through several outposts. Accuracy matters: a distorted dispatch could send the supply company down the wrong road.

YOUR ORDERS

Walk a marked dry-land relay route. At the first outpost, study a written dispatch for 60 seconds, then relay it orally through designated company messengers. The final Scout records the message. Recover a separate encoded instruction using a supplied key, then secure the dispatch pouch with two assigned knots.

MISSION RESULT / 40 POINTS

- Preserve at least 80 percent of the key dispatch facts. **(10 points)**
- Preserve every key fact in the final written dispatch. **(10 points)**
- Decode the instruction correctly with the supplied key. **(10 points)**
- Tie a correct square knot and two half hitches. **(10 points)**

Plus Scout skills 20, teamwork 15, youth leadership 15, and Scout spirit 10. **Total: 100.**

QUARTERMASTER REQUIREMENTS

Patrol: pencil and notebook. Staff: identical dispatch cards, scoring key, simple substitution-code key, pouch, ropes, and route markers.

BEFORE THE MARCH

Practice concise messages, repeating instructions back, basic codes, square knots, and two half hitches. Messengers are on foot; no horses or bicycles are involved.

SAFETY BOUNDARY

Walk throughout. No blindfolds, obstacles requiring jumps, or communication devices used to bypass the relay. Staff choose accessible messenger positions.

Station window: 50 minutes at the station: approximately 5 for briefing, 40 for the challenge, and 5 for scoring/reset. Then allow 10 minutes for travel and buffer. Judges stop at the stated limit and score demonstrated work.

Crossing the River

DISPATCH FROM THE FIELD

The bridge is gone, but the dispatch must move. Build a way for your whole company and its supply pouch to cross a marked imaginary river without leaving anyone behind.

YOUR ORDERS

Using identical staff-issued flat stepping pads, move the patrol across a marked ground-level lane. Pads may be repositioned, but every step must land on a pad. A Scout who touches the river returns to the last safe position; the patrol can revise its plan. Finish with all Scouts, pads, and the supply pouch recovered.

MISSION RESULT / 40 POINTS

- Explain a workable crossing plan and assign roles. **(10 points)**
- Reach the far bank with at least half the patrol. **(10 points)**
- Reach the far bank with the whole patrol and supply pouch. **(10 points)**
- Recover every pad without stepping into the marked river. **(10 points)**

Plus Scout skills 20, teamwork 15, youth leadership 15, and Scout spirit 10. **Total: 100.**

QUARTERMASTER REQUIREMENTS

Patrol: company flag and dispatch pouch if made. Staff: non-slip pads, marked lane, supply pouch backup, and a consistent equipment set.

BEFORE THE MARCH

Practice listening, planning before moving, and changing a plan when conditions change. This is a ground-level teamwork simulation, not an aquatics or bridge-construction activity.

SAFETY BOUNDARY

No real water, lifting or carrying Scouts, jumping, climbing, or elevated structures. Use level ground and non-slip pads. Staff adapt spacing or roles for access needs.

Station window: 50 minutes at the station: approximately 5 for briefing, 40 for the challenge, and 5 for scoring/reset. Then allow 10 minutes for travel and buffer. Judges stop at the stated limit and score demonstrated work.

Patrol campaign passport

Troop / crew / ship: _____ Company name: _____

Patrol leader: _____ Company motto: _____

CHALLENGE	RESULT /40	SKILLS /20	TEAM /15	LEAD /15	SPIRIT /10	TOTAL /100
Liberty Trail						
Rochambeau Log Cabin						
Continental Cookery						
Minute Man First Aid						
Dispatch Rider Relay						
Crossing the River						
CAMPAIGN TOTAL						/600

BEFORE DEPARTURE - COMPANY CHECKLIST

- We have our flag, compass, handbook, first-aid kit, ropes, and labeled gear.
- Every Scout has water, lunch supplies and backup food, layers, rain gear, and a light.
- Our lunch plan, ingredients, recipe, and allergen list are ready.
- Our leaders have health records, emergency contacts, and registration details.
- We know our first station, the boundaries, Washington's Headquarters, and emergency instructions.
- We understand that the whole patrol finishes together.

AFTER THE CAMPAIGN

One thing our patrol did well:

One change we will make next time:

Checkout inspection completed by: _____ Time: _____

Keep moving. Keep learning. Keep your company together.

Before this guide is released

The program is ready for organizer review. Resolve the following operational decisions and replace this page with final leader information before public distribution.

DECISION	RECOMMENDED ACTION
Program approval	Approve the six mission designs, 600-point rubric, awards, and lunch judging and separate Scoutmaster-SPL Cookoff approach.
Site plan	Confirm campsites, Washington's Headquarters, station locations, assembly/service/campfire areas, unloading, and parking. Add a usable site map.
Essential facilities	Verify water supply, toilets, trash handling, cooking/fire permissions, and current forest restrictions.
Emergency plan	Name event lead and first-aid staff; provide phone contacts, emergency access, shelter/evacuation plan, and meeting point.
Staff and supplies	Assign trained station leads, judges, rotation coordinator, and check-in/checkout team. Inventory station equipment.
Participation	Confirm Scouts BSA, Venturing, and Sea Scout participation as advertised. Define approved Webelos visitor arrangements, adult supervision, hours, and access; no separate Webelos program is assumed.
Schedule reconciliation	Confirm 10:00 AM Sunday departure despite the registration listing showing noon. Confirm services, cracker barrels, and whether an OA gathering will occur.
Registration	Confirm deadline and any refund information directly on the registration page. Add contact details for leader questions.

SOURCE AND ADAPTATION NOTES

Structure and schedule adapted from the supplied Zombie Camporee Program Guide. Cover uses the supplied Road to Revolution artwork. Challenge rules and scoring are newly proposed for this event. No Mattatuck-specific facilities or contacts are carried forward.

Event listing: <https://scoutingevent.com/066-LOTRFall2026>

Safety reference: <https://www.scouting.org/health-and-safety/gss/>

Reviewed October 5, 2026. Apply current policy and site instructions at the event.